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NABOO SERAPH-CLASS FLASH SPEEDER

Royal Naboo Security Forces' patrol craft

N-1 pilot Gavyn Sykes

Battle for Naboo

DeAGOSTINI

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STAR WAR

"ON MY WAY, CAPTAIN!"

LIEUTENANT GAVYN SYKES

The volunteer Naboo Royal Security Forces patrolled a largely peaceful world, but Naboo was not devoid of danger. Smugglers and petty thieves would occasionally need to be chased down, or one of the larger, more dangerous native creatures would wander too close to civilisation. When a security team needed to get somewhere fast, they used the sleek, green Flash speeders to get them there.

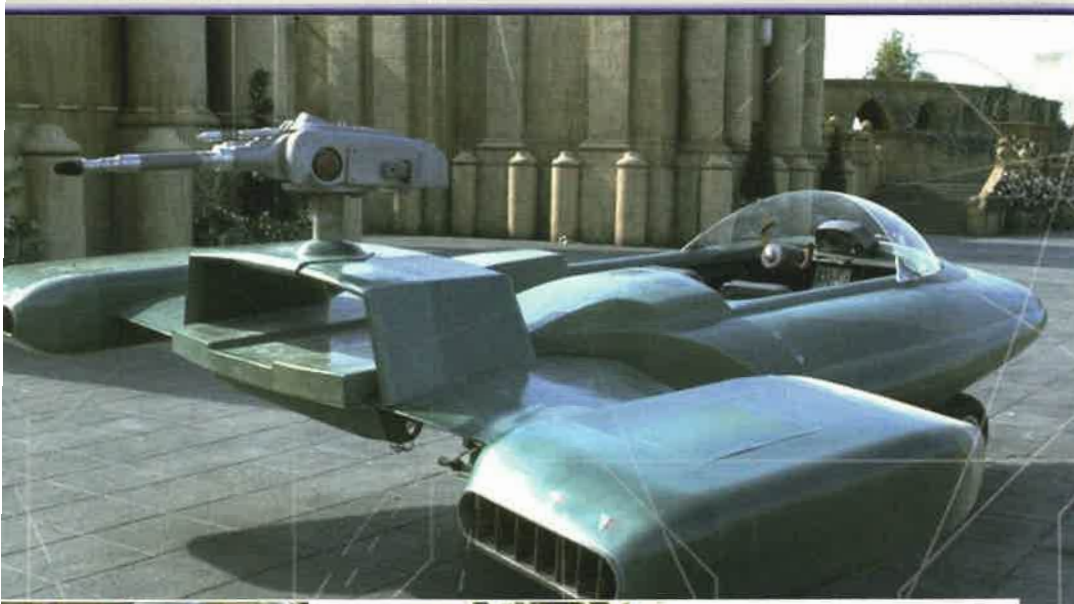
SERAPH-CLASS
SPEED IN SERVICE

The Royal Naboo Security Force (the RSF) used slightly modified *Seraph*-class urban landspeeders for 30 years before Naboo was invaded by the Trade Federation's droid armies. Until then, even the RSF volunteers had largely dismissed them as unnecessary.

The *Seraph*-class speeder, more often called the Flash speeder, was manufactured for the civilian market by the SoroSuub Corporation of Sullust. It was already a tough little speeder, so only light modification was required to ensure it was sufficiently well protected for RSF duties. It was an open-topped affair, with seating for a driver and three passengers (one in front beside the driver, two behind).

Light Tinkering

Before the arrival of the *Seraph* speeder, the RSF had been using another SoroSuub vehicle – the heavy and less manoeuvrable V-19, or Gian transport. Unlike the V-19, the *Seraph* had been designed for urban environments, and was tough enough to withstand collisions with



speeders, buildings and other such obstacles. As a result, the Naboo techs had to do very little to make the *Seraph* fit for duty. The engines were tuned and the power systems tinkered with to ensure the vehicle met the strict emissions limits the Naboo insisted on. Each of the side-mounted propulsion units had three turbines. Each of these could be individually controlled by the guidance computers to add extra agility to a speeder that had a maximum speed of a little over 200km/h. The tuned engines also made the *Seraph* far quieter than other vehicles of a similar size.

With a flight ceiling of between one and two metres, the Flash speeder could easily operate in the streets of Theed and other Naboo settlements, and it was equally adept at crossing the gently undulating grasslands beyond. The low flight-ceiling made it less able to take on the rougher terrain of mountains, forests and swamps.

Pursuit

The main duties of the Flash speeder crews were in patrolling cities, towns and more remote settlements – those located on the road networks, at least – for smugglers and petty thieves. Another duty for the speeder crews was to deal with any large, dangerous animals that might approach Naboo settlements. For these tasks, the Flash speeder was fitted with a rear spoiler mount that could carry a light repeating blaster cannon (controlled by the driver, assisted by advanced targeting computers). The spoiler kept blaster fire well above the heads of the occupants. In later years, as the smugglers and gun runners got more organised and more unpleasant thanks to the involvement of the likes of Borvo the Hutt, some of the RSF Flash speeders were retrofitted with missile launchers.

INTO BATTLE

THE INVASION OF NABOO

For much of the time, the Naboo Flash speeders saw little action. Many RSF volunteers admitted to using the swift little speeders for joyriding in the grasslands. When the Trade Federation invaded, however, they provided a vital weapon against the droid armies.

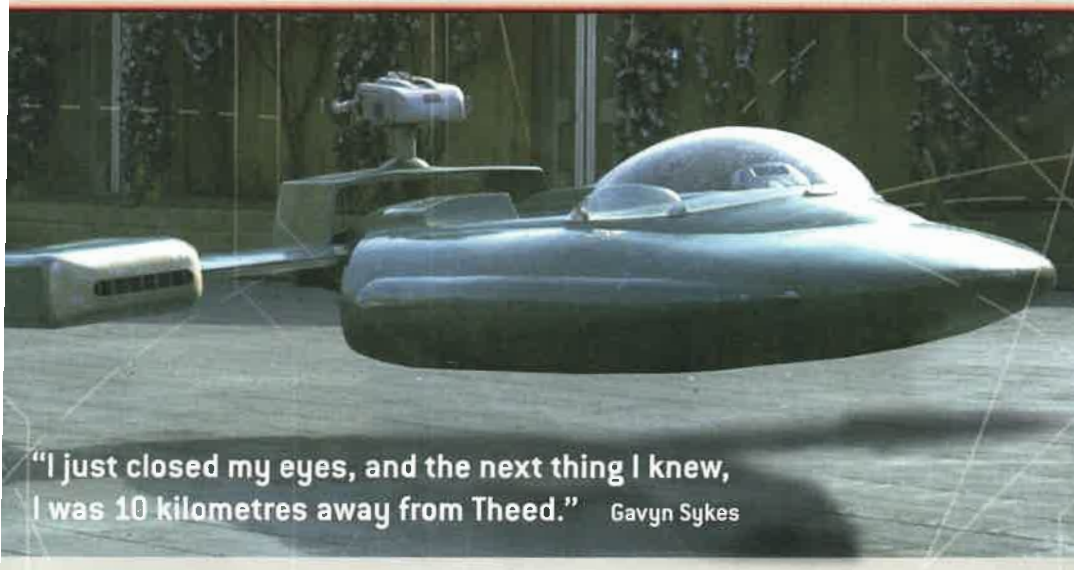
Before the Trade Federation invasion, the Flash speeders generally patrolled Naboo unarmed. True, the manufacturers had supplied the vehicle to the planet's security forces with the light repeating blaster cannon and rear spoiler mount fitted as standard, but the weapons were securely stored until needed for specific missions.

RSF Flash

The Flash speeder was the primary mode of transportation for the RSF, but even then there were not many of them on Naboo. After 30 years, the Theed Palace Guard had 25 Flash speeders in dedicated service. Of those, only 15 were based in the Palace hangars. The other 10 were spread out through government buildings and installations across Naboo. The Royal Security Force volunteers operating as local law enforcement in the other Naboo settlements had at least two Flash speeders available. Not all of those had the vehicle's weapons stored at their garages, as RSF officials preferred them kept in larger, more secure installations.

Useful Precautions

When the Trade Federation blockade of Naboo began, Captain Panaka, head of the RSF and the Queen's security advisor, took the precaution of having all Flash speeders fitted with their weapons. As well as the blaster cannon, this included loading the short-range missile launchers. Patrols were stepped up around Theed, ensuring that the vehicles were all in place to cover the Queen's escape should that become necessary. However, when the invasion



"I just closed my eyes, and the next thing I knew, I was 10 kilometres away from Theed." Gavyn Sykes

began, and Theed was attacked, Panaka ordered all RSF volunteers to get out of the city and not to engage the droid armies unless directly attacked. As a result, a small but significant number of the Flash and Gian speeders managed to make it out of the Naboo settlements. Several were destroyed, however, by droidekas, AATs and patrolling droid starfighters.

Striking Back

With Queen Amidala safely spirited away, the remaining RSF personnel started to form resistance cells. These were spread all across Naboo territory. Bringing them together, engaging in reconnaissance, and conducting lightning fast hit-and-fade attacks made for a perfect opportunity for the Flash speeder to prove its worth. In the hands of highly trained RSF drivers, the Flash speeders were able to bring down battle droids, droidekas, STAPs and even AATs. When Amidala returned to lead her people in retaking their homeworld, the Flash speeders were used to ferry resistance leaders to a central meeting point and to take the strike team into Theed itself. After the occupation was ended, the Naboo Royal Security Forces commissioned a heavily armoured version of the *Seraph* speeder, ensuring the new generation of Flash speeder would represent a significant threat to aggressors.

GAVYN SYKES

ONE OF NABOO'S FINEST

Before it was led by Captain Panaka, the Naboo Royal Security Force had a variable reputation. However, Gavyn Sykes represented the very best that the volunteer RSF could offer. His contribution to the liberation of Naboo from the Trade Federation occupation was considerable, and he continued to serve long after.

Gavyn Sykes was never just one of those who joined the RSF for the uniform and maybe the chance to push folk around, take the occasional bribe, or to make their family proud as part of some royal ceremony. Sykes had flown transports around Naboo, in the local system and, very occasionally, beyond. He'd seen what smugglers and gun runners could do if left unchecked. As a result, Sykes joined the RSF to help keep his world safe.

Picked For Promotion

Volunteers like Gavyn Sykes were quickly recognised and rewarded once the RSF was commanded by Captain Panaka. Sykes was assigned to the Theed Palace security force, where he quickly rose to the rank of lieutenant under the direct command of Captain Kael. He was trained to fly the N-1 starfighter, and escorted diplomatic missions from Naboo to as far away as Coruscant. During that trip to Coruscant, the Naboo delegation was attacked by an unidentified ship that Sykes drove off. While a later Senate investigation turned up nothing, the attacker had, in reality been Darth Maul. His master, Darth Sidious, had used the Naboo visit to have his apprentice test the N-1 starfighters and their pilots.

Droid Invasion

Soon after the attack on Coruscant, the planet of Naboo was blockaded and then invaded by the Trade

PROFILE

Gavyn Sykes

Homeworld
Naboo

Species
Human

Gender
Male

Weapon
Ascension gun

Vehicle
Flash speeder, Gian speeder, N-1 starfighter

Affiliation
RSF

'Lieutenant Sykes? This is Captain Kael. Do you read me? We're pinned down at RSF headquarters. We need assistance now!'

Federation. Before the droid armies started their assault, Captain Panaka stationed Lieutenant Sykes along with the other Theed Palace RSF volunteers patrolling the streets to maintain order. Sykes was in an armed Flash speeder when the invasion reached Theed. Ordered by Panaka to leave the city, Sykes rescued Captain Kael from attacking droids. The two later stole Heavy STAPs to escape Theed. Sykes and the people of Naboo were on the run in their own world.

Naboo Resistance

With Queen Amidala safely off-planet and on the way to Coruscant, Lieutenant Sykes and Captain Kael moved through the countryside around Theed, looking to help where they could. Kael knew the value of local knowledge of the terrain, particularly the forested swamps where it would be easier to hide from droid patrols. Rescuing locals travelling by houseboat and heading for the swamps, Kael and Sykes learned that a smuggler – Borvo the Hutt – was based in the nearby mountains.

Borvo the Hutt

Sykes, his N-X police cruiser damaged by STAP fire, used a Flash speeder to reach the mountains. There, he rescued Borvo's freighter, which was being attacked by AATs. The Hutt offered his assistance, though neither Sykes nor Kael fully trusted the smuggler. The fact that the Hutt admitted he had an N-1 starfighter assembly site in his mountain lair didn't help, but the RSF officers knew they needed the firepower. They used the N-1 fighters to cripple Trade Federation orbital communication satellites, and then launched a daring raid to rescue Naboo being used as slave labour in a mining camp. Some of the rescued civilians boarded transports provided by Borvo; others had to go by river and then land. Sykes protected those escapees, while Kael went with the transports. Lieutenant Sykes heard that

'Lieutenant Sykes! Glad you made it!'

Captain Panaka, on his return to Naboo, greets Gavyn Sykes

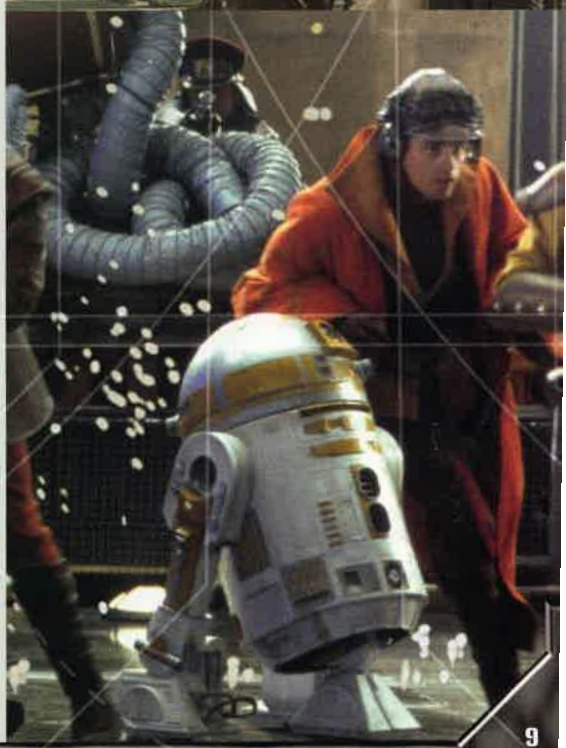
Return of the Hutt

Sykes stayed on with the RSF, becoming a captain during the Clone Wars. When Borvo the Hutt returned to Naboo and set up operations in the city of Moenia, Sykes made a point of monitoring the treacherous slug. Assigned to anti-smuggling operations and based at Kwilaan starport in Keren city, Sykes and his men often had to deal with Borvo's thugs. At one point, Sykes and some off-world adventurers prevented Borvo developing a bioweapon called the Berserker Virus.

Kael had been shot down while protecting Borvo's transports. Rushing to his captain's aid, Sykes discovered an illegal mining operation owned by the Hutt. Reaching the dying Kael, Sykes was told that Borvo had betrayed them, and planned to sell the rescued Naboo as slaves. With help from one of Borvo's former pilots, Sykes rescued the Naboo a second time, and drove the Hutt from the planet.

Hero of Naboo

Now in charge of the resistance cell, Sykes organised further raids, including one on Camp 4, where many Naboo leaders were being held. Later, when Queen Amidala returned, Sykes was instrumental in delaying and destroying a division of the droid army heading for the Grassy Plains, and in helping Amidala and Panaka infiltrate Theed Palace. Once inside the palace hangar, Sykes and his astromech R2-C4 reached their N-1 starfighter and joined in the battle to destroy the droid starship. Sykes destroyed tractor beam and shield emplacements, unwittingly allowing Anakin Skywalker entry to the ship, which he then destroyed from within. The Battle for Naboo was won, and Sykes was one of the heroes of the day. He stood near Amidala herself during the victory celebrations.



AT-ST VARIANTS

BIGGER, BADDER, BETTER?

The basic AT-ST walker was a success across a number of different environments and battlefields. This led the Empire and the AT-ST's designers at Kuat Drive Yards, Rothana Heavy Engineering, the Imperial Department of Military Research and Balmorran Arms to experiment with numerous variants.

AT-KT

First deployed on Kashyyyk to trap Wookiee freedom fighters, the All Terrain Kashyyyk Transport was dubbed the 'hunter' elsewhere. It was heavily armed, often with numerous light repeating blaster cannon which replaced all the other standard armaments, including the chin-mounted cannon. Its joints were protected against snagging on thick underbrush with additional armour plating. There were design variants even of this walker. For some, the main weapons were

two huge anti-personnel net guns, one on each side, designed to capture and pacify targets and not kill them. Some mounted standard AT-ST weapons with only one additional net gun.

AT-MP

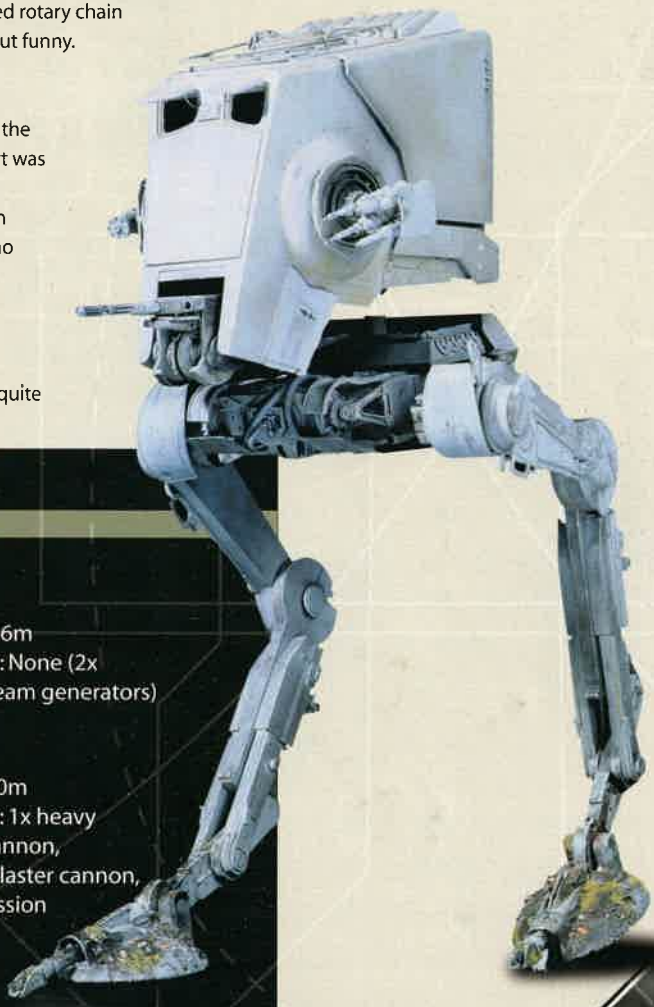
While most variants made use of the AT-ST's full chassis, the All Terrain Missile Platform designers used little more than the gyros to construct the rather shorter AT-MT. Ungainly and near-comedic in its gait, the paired set of missile launchers – four to each side – and the chin-mounted rotary chain gun made the AT-MP anything but funny.

AT-CT

Not technically a combat model, the All Terrain Construction Transport was deployed to many Imperial construction sites, including both Death Star projects. AT-CTs had no actual weapons. Instead, the gunner manipulated a pair of tractor beam generators fixed on side-mounted 'mandibles'. Skilled operators could perform quite delicate feats of construction engineering, or pick up and throw hugely heavy objects at attackers.

AT-ST/A

Better armed and armoured than the slightly shorter AT-ST, the All Terrain Scout Transport/ Assault variant had a single-barrelled heavy blaster cannon mounted at the chin, had far sturdier legs, and better stabilisation gyros. The cockpit viewports were better protected too.



PROFILE
AT-ST Variants

AT-KT
Height: 9m
Weapons: 1x or 2x anti-personnel net guns, various other weapons depending on variant

AT-MP
Height: 2.8m
Weapons: 2x4 missile launchers, 1x rotary chain gun

AT-CT
Height: 8.6m
Weapons: None (2x tractor beam generators)

AT-ST/A
Height: 10m
Weapons: 1x heavy blaster cannon, 1x light blaster cannon, 1x concussion grenade launcher

THE FLASH SPEEDER

GREEN GENIE

The slightly modified *Seraph*-class speeders were purchased from the SoroSuub Corporation by the Naboo Royal Security Forces when it became clear that the far larger Gian speeders were not nimble enough at speed to make them effective for patrolling the winding, intricate streets of Theed and other Naboo cities.

THE FLASH SPEEDER

Type
Modified *Seraph*-class repulsorlift vehicle

Manufacturer
SoroSuub Corporation (modified by Naboo Royal Security Forces)

Length
4.5 metres

Maximum Speed
200km/h

Maximum Altitude
2 metres

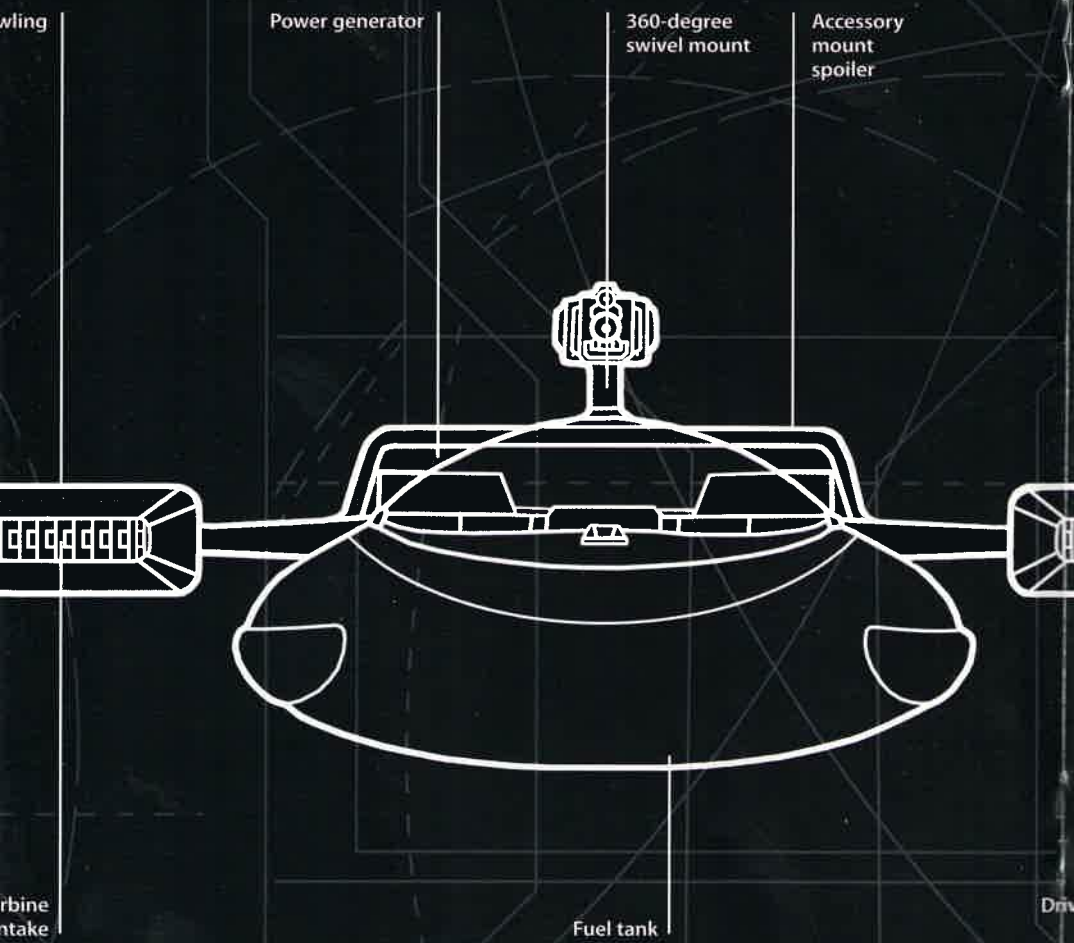
Crew
1x pilot (also gunner)

Passengers
3

Weapons
1x light repeating blaster cannon,
1x missile launcher (not standard)

Engine cow

Drive tur
air in



The Flash speeder was always intended merely for pursuit of lightly armed off wildlife. It was never meant to be a combat vehicle. However, the lightl itself to be tough enough to deal with even the Trade Federation Armoured A Lieutenant Gavyn Sykes used a combination of blaster fire and carefully ai (plus his fast reflexes and expert driving) to bring down the tanks and thei

Engine cowling

Windscreen

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pod f
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As Li
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rive turbine
air intake

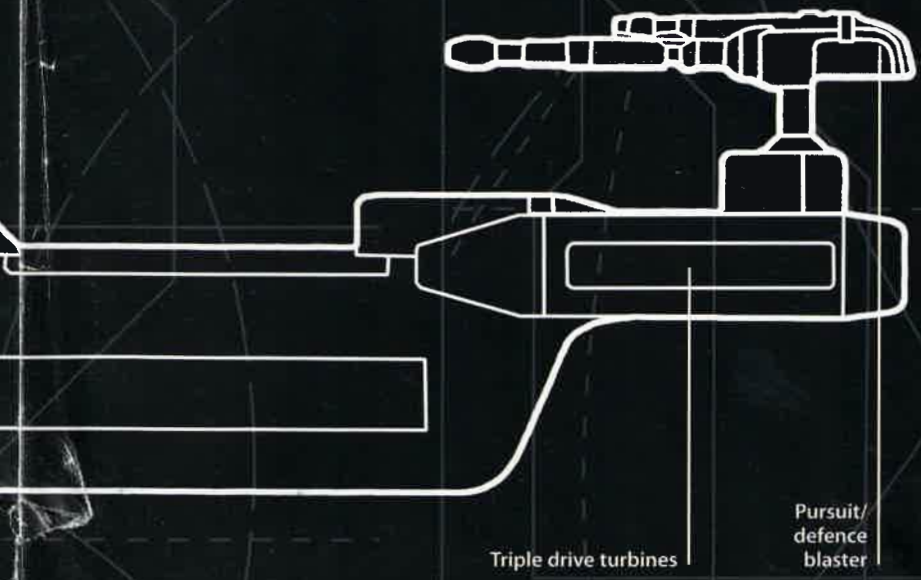
Aerodynamic
streamlined nose

S

ed criminals, or for driving
tly armoured vehicle proved
Assault Tanks (AATs). RSF
aimed short-range missiles
eir over-confident crews.

Highly manoeuvrable

he propulsion systems of the Flash speeder nade it more agile than other speeders of a size. Each thruster pod stuck out from the the vehicle on support struts. This already the vehicle very responsive. However, each eatured a bank of three drive turbines, and n of those was controlled independently by computer systems that assisted the driver. eutenant Sykes and others discovered, this owed the Flash speeder to run rings around the Trade Federation droid army.



tr amlined body

QUEENS OF NABOO

SUCCESSORS TO AMIDALA

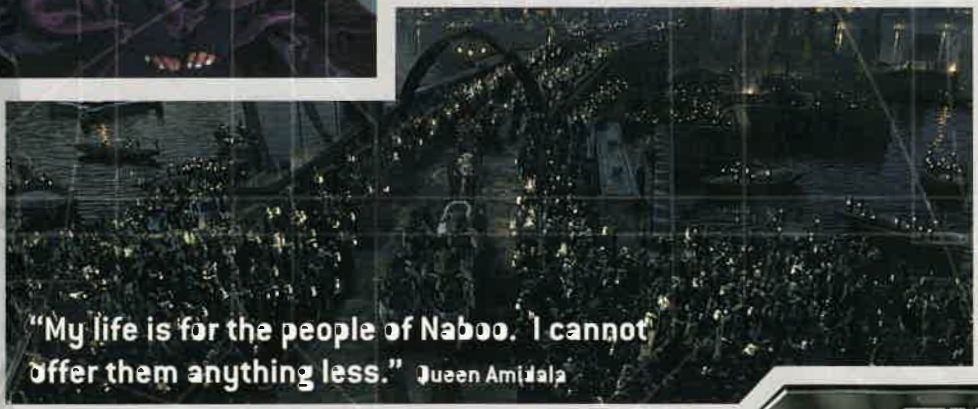
When Queen Amidala stood down as monarch of the Naboo, to howls of protest and calls for the amendment of the constitution, her successors had a challenging position to fill in difficult, even deadly times during the Clone Wars and the rise of the Galactic Empire.

Queen Jamillia

With such a tough act to follow, one of Queen Jamillia's first acts in office was to formally ask Padmé Amidala to become Naboo and the Chommell Sector's Senate Representative. This did much to pacify those in the population who had wanted Amidala to be given a third term as queen. Jamillia worked with Senator Amidala and the Refugee Relief Movement to open Naboo to many of those fleeing the Separatist Crisis. Jamillia was queen for just one term before she stepped down.

Queen Neeyutnee

The very young queen took over from Queen Jamillia in the midst of the Clone Wars. However, she rose to the



"My life is for the people of Naboo. I cannot offer them anything less." Queen Amidala

PROFILE

Queen Jamillia
Height: 1.57m
Hair: Dark brown
Eyes: Dark brown

Queen Neeyutnee
Height: 1.69m
Hair: Black
Eyes: Lavender

Queen Apailana
Height: 1.5m
Hair: Dark brown
Eyes: Dark brown

Blue Shadow Virus

Queen Neeyutnee initially appeared in an entry in the three-volume *The Complete Star Wars Encyclopaedia*, published by Del Rey in December 2008. Fans got to see her in action the following February in a story called "Blue Shadow Virus", the 17th episode of the first season of *Star Wars: The Clone Wars* animated series.

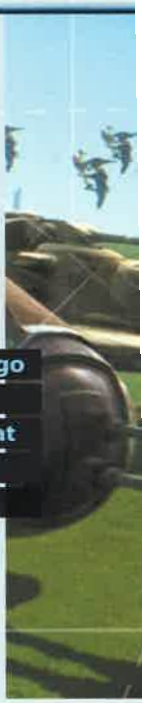
challenge with the assistance of her Advisory Council, her security forces, and the Gungan leader Boss Rugor Nass. Queen Neeyutnee's wisdom in knowing what advice to listen to, what action to take, and who to call to for help saved her people from a subtle Trade Federation incursion on Naboo, where they had established a secret underground laboratory. There, they were developing a new strain of the Blue Shadow Virus. Neeyutnee also served for only one term before standing down as queen.

Queen Apailana

Apailana had been a very vocal opponent of the then Queen Jamillia's tentative approval of certain Separatist thinking – principally that the Republic was failing and perhaps was beyond saving. Her dedication to the Republic remained when she became queen, but it was to be her undoing. Apailana presided over Amidala's funeral. After, she refused to accept the Empire's version of Padmé's death, and even allowed fugitive Jedi to hide out on Naboo. Apailana was assassinated by Imperial agents.

THE BATTLE FOR NABOO

THE NABOO RESISTANCE



When the Trade Federation landing craft disgorged their cargo of MTTs, AATs, troop transports and patrolling STAPs, the people of Naboo offered little resistance. They still hoped that diplomacy would somehow resolve the issue. Unfortunately, the Trade Federation were only interested in conquest.

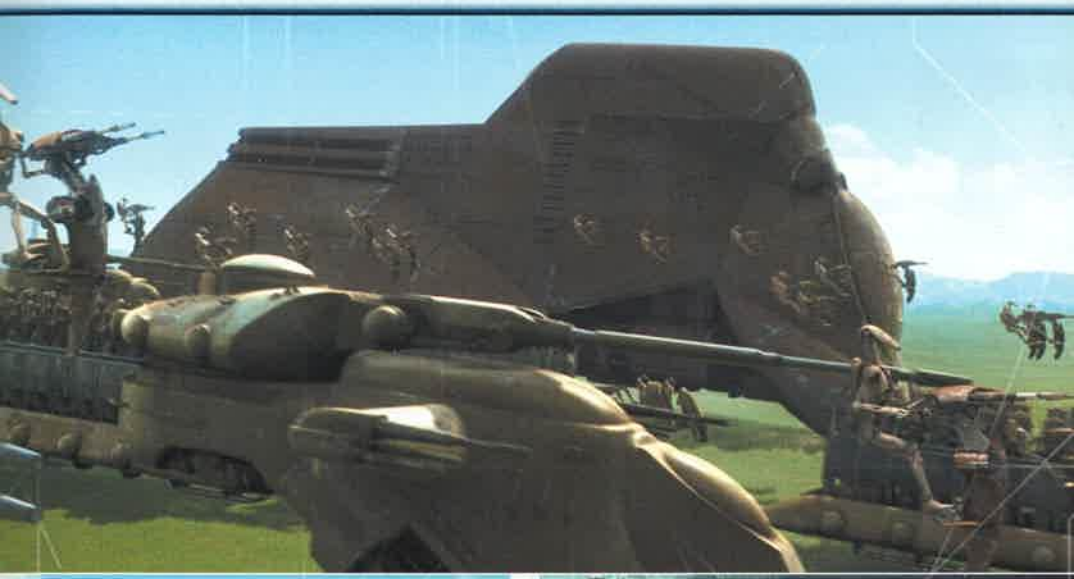
The droid armies rolled into Theed and other Naboo settlements. Due to glitches in programming, particularly in threat recognition, there were many instances where passive resistance, or the misreading of an item as a weapon, led to horrific assaults by the heavily armed droids on unarmed citizens. In the midst of all of that, the Naboo Royal Security volunteers found themselves being actively hunted as they tried to defend the people and themselves.

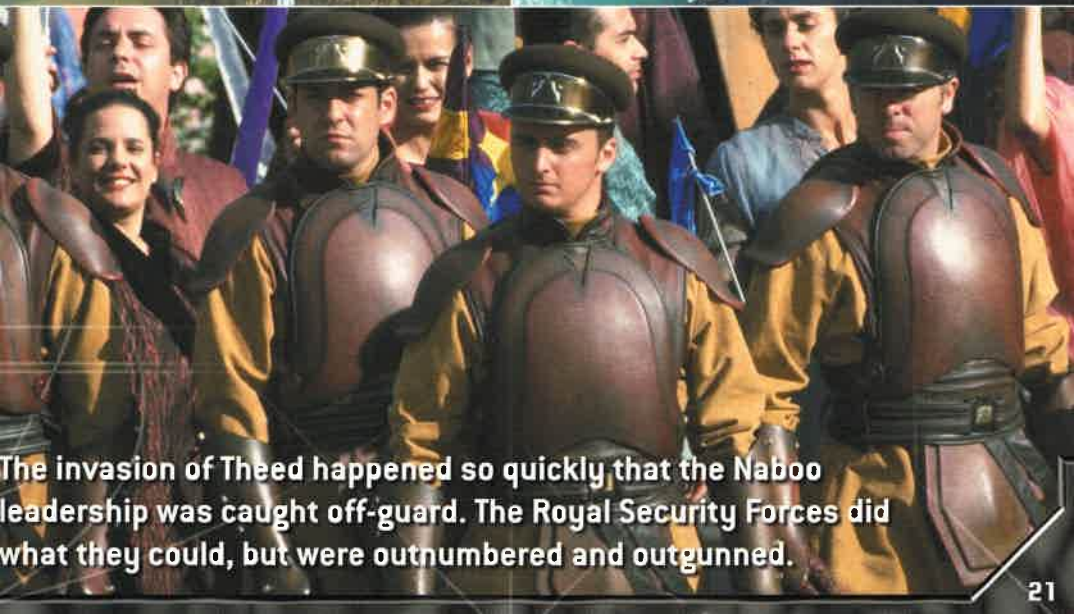
Flight to Freedom

Shortly before he and Queen Amidala escaped Theed in the Royal Starship, Captain Panaka issued the order for all remaining RSF personnel to escape the city, taking with them what they could and trying to avoid direct confrontation with the battle droids, droidekas and AATs that were already filling the streets of Theed. RSF officers Captain Kael and Lieutenant Sykes managed to use their Flash speeders at least to reach the edge of the city, before stealing some Heavy STAPs to head into the surrounding countryside. Others managed to get Flash and Gian speeders out, or to escape in N-X police cruisers. Others escaped in civilian transports or simply ran, heading for forests, swamps, caverns, tunnels – anywhere they could hide while they regrouped. Many died, or were captured and interred in labour camps.

In Hiding

In the first hours and days after the droid invasion, the Trade Federation forces moved out across Naboo, taking over or destroying outlying settlements as they relentlessly tightened their grip on the planet. More and more civilians, RSF volunteers, government officials and even off-worlders found themselves huddled in the dark, vowing to find some way to fight back.





The invasion of Theed happened so quickly that the Naboo leadership was caught off-guard. The Royal Security Forces did what they could, but were outnumbered and outgunned.

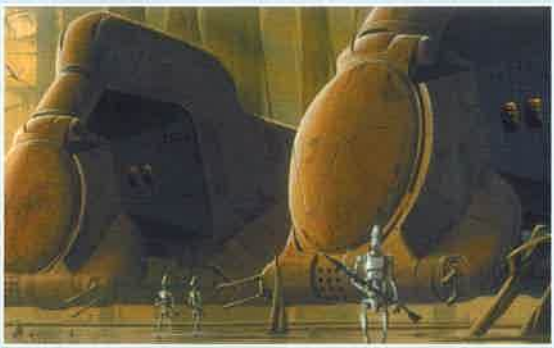
When Queen Amidala and Captain Panaka returned to Naboo, they drew together resistance cells from all across Naboo, all ready to take back their world.

Trapping Takrab

When Rune Haako saw that the occupation forces in Theed were under attack, he sent fellow Neimoidian Gode Takrab out in a shuttle. Takrab carried a faked hologram that showed Queen Amidala apparently surrendering the planet Naboo to the Trade Federation and signing a treaty. The Neimoidian forger carried the fake treaty, complete with his precise copy of Amidala's signature. Fortunately, Takrab was intercepted and captured just in time by Naboo Resistance fighters.

Regrouping

The way the Naboo were spread out across the planet in small settlements, often with little or no technology, ultimately helped the fledgling Naboo Underground, as did their knowledge of the often challenging terrain. Lakeside settlements were emptied as their residents took cover on the innumerable small islands. The dense swamplands, teeming with life, kept the droids thoroughly confused. Isolated communities in hidden mountain valleys proved next-to-impossible to root out. As a result, the Naboo resistance had willing helpers and reasonable shelter, as well as a limited amount of supplies. Slowly, carefully, resistance cells sprang up all across Naboo. Some had to make do with mapping out pockets of survivors and ensuring they were supplied with enough food to hold out. Others were able to start planning to hit back at the invaders.



Resistance

While Captain Kael and Gavyn Sykes were able to recruit the help of armed smugglers, and draw together resources that made them able to make larger raids against the Trade Federation forces, smaller groups were able to do their bit too. The organisers of these cells were a mixed bunch from some amazingly inappropriate backgrounds. One cell, for example, was organised by Lucos Dannt, the Headmaster of the Naboo Royal House of Learning. His manpower included RSF volunteers, a young Wookiee, and even a Jedi Padawan. This ragtag group was able to rescue Minister of Culture Kyu Tane and his wife, along with many other prisoners. They also liberated weapons and equipment. The Resistance's finest hour came during the raid on Theed that saw Queen Amidala infiltrate her own palace and capture the Neimoidian leaders of the invasion. The Resistance kept the droid forces distracted in the streets, drawing attention – and battle droids – away from the palace. Though the fight was hard, and not without tragic losses, the Naboo were victorious.

STAR WARS: EPISODE I BATTLE FOR NABOO

MAKING A COMBAT GAME

The N64 console game *Battle for Naboo* was developed in partnership between LucasArts and Factor 5 and was released in Europe in March 2001. Receiving a warm critical reception for its gameplay, it marked the last N64 exclusive title in the three-game deal that LucasArts had with Nintendo.

Developers Factor 5 first watched Episode I in May 1999, looking to develop a follow-up to the critically lauded *Rogue Squadron*. Initially, the team struggled to think of how to turn the events of the film into a combat game. However, Brett Tosti, who had been project leader on *Rogue Squadron*, asked himself a key question – what happened on Naboo when the Queen was away?

Expanding on the Film

"Queen Amidala receives a message telling her that her people are starving," Tosti said, when interviewed by *Star Wars Gamer* magazine. "In the back of my mind, I was visualising what might be happening on Naboo. I thought that this would be a great opportunity to show what the Trade Federation and the Royal Security Forces were doing during and after the invasion."

Creating the story for *Battle for Naboo* was a team effort. "We developed a character (Gavyn Sykes) who is dedicated to helping the people of Naboo. Gavyn is a Royal Security Force officer and, throughout the game, he makes life for the Trade Federation miserable," Tosti said. Factor 5 were keen to explore the planet Naboo far more than Episode I had time to do. "Players will feel that it is still Naboo, but it is also something new," Tosti promised before the release. "We've invented a lot of material in order to make Naboo exciting and detailed."

Sykes and Away!

Christian J. Simpson landed the role of Bravo Six, his first film role, when he saw an advert in a newspaper stating that extras were sought for the new *Star Wars* film. Unfortunately, his cockpit scenes during Bravo Flight's assault on the droid control ship were cut. However, Simpson can still be seen in the Theed hangar scene and the later celebration sequence.

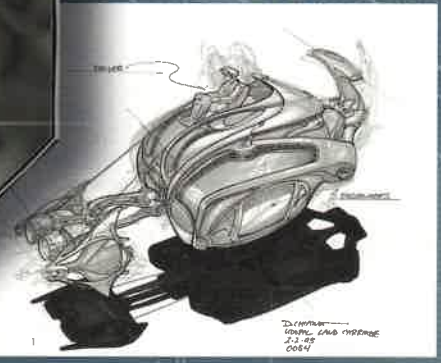
Sykes' Story

Star Wars: Episode 1 – Battle for Naboo was praised for its deep and involving story, charting Lieutenant Sykes' battles against the Trade Federation and against Borvo the Hutt. In the game, Sykes' voice was that of actor Matt Walters, but the character was based on the pilot Bravo Six. In the film, he was played by British actor Christian J. Simpson. The character of Sykes, now promoted to captain of the RSF, carried on to be used in the online role-playing game (RPG) *Star Wars Galaxies: An Empire Divided*. Simpson's likeness was used in creating the character for the RPG.

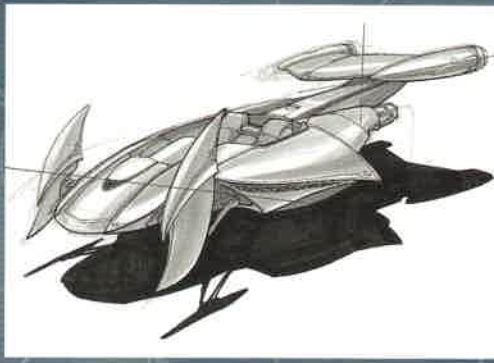
NABOO FLASH SPEEDER

HIGH-SPEED DESIGN

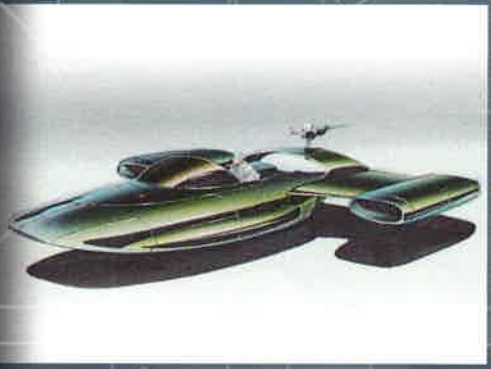
CREATING THE FLASH SPEEDER



1 The RSF's transport began life as an ornate carriage-like affair, complete with separate, highly decorative turbine engines instead of horses. Above: a design sketch from February 1995.



2 Designer Doug Chiang carried over some of the design elements from the carriages to the speeders when it was decided that the Naboo did use landspeeder technology.

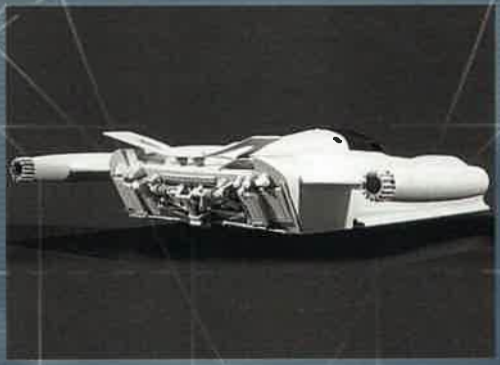


5 Later, Lucas decided the Naboo would have a larger speeder resembling 'a pick-up truck with guns.' Chiang created two designs on paper.

6 One of Chiang's ideas became the Flash speeder. From the design sketch, a maquette was created to help show what the speeder would look like.

The Flash speeder, along with the larger Gian speeder, was designed by Doug Chiang, starting in early 1995 when the vehicles were intended for the 'Udopal'. The original designs were fanciful, Cinderella-like affairs, before George Lucas decided on a more Earth-bound influence.

3 George Lucas decided that the Naboo landspeeders should resemble Le Mans-style racing sports cars, leading to the design seen above. This same design...



4 ...made it to the maquette stage of the design process, which enabled the production team to visualise the design in 3D. The model above was made by John Goodson.

7 For filming, full-sized versions of both the Flash and Gian speeder were built from fibreglass. Above: the Flash speeder being painted.

8 The speeders were mounted on wheels and could be driven about. Of course, the wheels were removed in post-production.

DID YOU KNOW?

1 Actor Christian J. Simpson played Gavyn Sykes in Episode I. What role did he have in Episode III?

2 This is the dashboard display from which landspeeder?

3 Which Episode I astromech droid is this?

ANSWERS:

1. Simpson was the stand-in for Hayden Christensen during the filming of Episode III. During filming, Simpson kept an official VIP blog on starwars.com, keeping fans up to date with what was happening during filming.

2. It's the dashboard of the Naboo Flash speeder.

3. The droid is R2-C4, who was one of the astromech contingent aboard Queen Amidala's starship. He was tasked with repairing the starboard engine, while his less fortunate colleagues were picked off one at a time trying to repair the deflector shields. Later, R2-C4 encountered with Gavyn Sykes in an N-1 starfighter during the Battle of Naboo. Both survived.

BAKURA – BYSS

Bakura
Region: Wild Space
System: Bakura

A planet sitting just beyond the very edge of the Outer Rim Territories, Bakura was compared to a wetter Alderaan by Princess Leia. Just days after the Battle of Endor, the fledgling New Republic sent a force there to repel the invading Ssi-ruuk, who had arrived from the Unknown Regions.

Bal'demnic
Region: Outer Rim Territories
System: Bak'rofsen

This otherwise unremarkable world was thrust into galactic prominence during the Clone Wars when the Separatists discovered rich seams of cortosis. Both warring Republic and CIS forces were thrown off the planet when the native Kon'me rose up against them.

Balmorra
Region: Colonies
System: Nevoota

Originally called Humbarine, this was a factory world that supplied the early Republic military with weapons and battle droids. It was fought over during the Great Galactic War between the Sith Empire and the Republic. Kuat Drive Yards built AT-STs on Balmorra during the Civil War.

Bastion
Region: Outer Rim Territories
System: Sartinaynian

A member of the CIS during the Clone Wars, this was the final capital world for the Imperial Remnant after the Battle of Endor. 'Bastion' was the code name for the Imperial administrative capital, which moved about after Endor. The planet's actual name was Sartinaynian.

Bespin
Region: Outer Rim Territories
System: Bespin

A huge gas giant some 118,000km across, it was the only known world where spin-sealed tibanna gas occurred naturally. This gas was successfully mined by an operation on Cloud City, which was often fought over by the Empire and the Rebel Alliance/New Republic.

Byss
Region: Deep Core
System: Beshqek

Discovered around 20 years before the Clone Wars near the centre of the galaxy, it became the home of Emperor Palpatine. The planet and the people and creatures that lived there became corrupted by the dark side. Byss was destroyed by the final shot from the Galaxy Gun.

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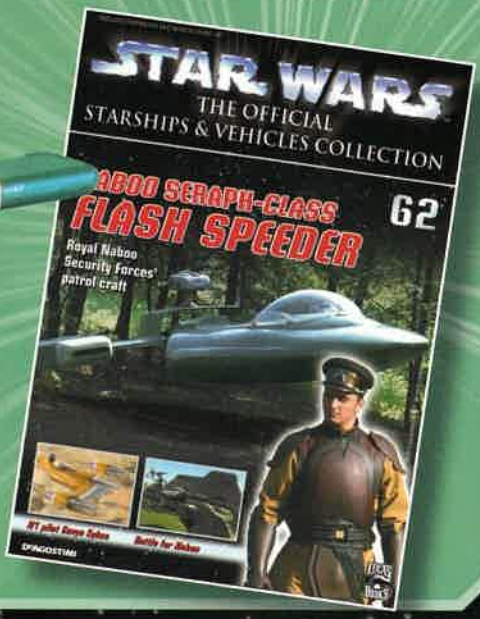

WITH ISSUE 62: NABOO FLASH SPEEDER

IN YOUR NEXT ISSUE

WITH ISSUE 63: *THETA*-CLASS IMPERIAL SHUTTLE

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